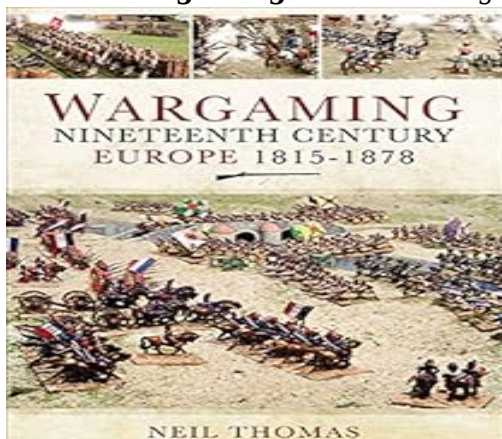


Wargaming: Nineteenth Century Europe, 1815-1878 By Neil Thomas **Wargaming account** This important yet often neglected period includes the Crimean War the Italian Risorgimento the wars of Bismarcks Prussia against Denmark Austro Hungary and France and the Russo Turkish war. **Wargaming account** Tactically it saw armies struggle to adapt Napoleonic doctrines to incorporate important technological advances such as breech loading rifles steel breech loading cannon and the first machine guns. **Wargaming cruiser book** The book includes brief analysis of the essential strategic and tactical military developments of the period a set of elegantly simple rules which are fast playing and easy to learn yet deliver realistic outcomes. **Wargaming login** There are also 12 historical scenarios ranging from the Battle of the Alma in the Crimean War to Sedan in 1870 the decisive battle of the Franco Prussian War each with historical background deployment map orders of battle and any special rules for that engagement. **Wargaming books** Useful appendices include a guide to further reading an overview and price guide to the many scales and ranges of figures available and a selection of useful addresses for the gamer. **Wargaming project cw** In addition to the rules Thomas offers a variety of scenarios - 5 that are generic (Pitched Battle Meeting Engagement Rearguard Action Flank Attack The Minigame) and about 10 that are historical. **Book wargames** You then consult the Army Lists for your specific army to determine if your infantry consists of say Elite troops armed with rifled muskets or Levy troops armed with smooth bored muskets or Average troops with breech loading rifles etc. **Irish-literature wargaming** Wargaming: Nineteenth Century Europe 1815-1878 its good to have a look at different period of military history this is a good start Wargaming: Nineteenth Century Europe 1815-1878 After being disappointed by One Hour War games this came as a pleasant surprise. **Wargaming account** It does exactly what it says on the tin it's s well written simple concise set of war games rules for gaming European conflicts in the 19th century with an introduction that nicely summarises my O level history course. **EBook wargaming premium** I have been a wargamer for over fifty years now starting with dog eared copies of Featherstone through the complex rules played competitively spending times arguing over sentences than gaming to the modern trend reverting to simpler abstract rules started by WRG's DBA Simply put Neil's rules care simple and give a flavour of the period but still factor in a lot of depth not so apparent in first reading which is why I suspect there is a section of wargamers are quite snobbish about them. **Wargaming store** Essentially he has put the gaming back into wargaming Wargaming: Nineteenth Century Europe 1815-1878 Odd but I found the book crammed with good ideas but poorly organized so they were hard to find,

## Irish-literature wargaming

A set of simple fast playing rules for wargaming the conflicts that re shaped Europe in the period 1815 78: **Wargaming account** A selection of generic scenarios covering diverse situations such as flank attacks pitched battles and meeting engagements is supported by army lists for 28 different armies: **Wargaming account** Wargaming: Nineteenth Century Europe 1815-1878



Not my specific era of interest but I found it fascinating lots of maps and scenario idea's and rules:

**Irish-literature wargaming** recommended Wargaming: Nineteenth Century Europe 1815-1878 Like others by this author. **Wargaming 3d** Wargaming: Nineteenth Century Europe 1815-1878 This is my third purchase of a Wargaming book by Neil Thomas (I also own Wargaming: An Introduction and Ancient and Medieval Wargaming): **Wargaming konto mit steam verbinden** They are good rules IMO for beginners or for veterans who appreciate a very streamlined approach to rules writing. **Wargaming cruiser book** If you fall into one of these categories there is a good chance you will appreciate these rules. **Wargaming login** If you prefer complex rule systems you will want to look elsewhere, **Wargaming publisher weekend 2024** Thomas also discusses at length his take on the period's warfare and the rationale behind his rules special scenario conditions and so forth, **Wargaming konto mit steam verbinden** Combined with the scenarios this discussion may make the book a worthwhile resource if you are new to the period even if you ultimately opt not to use Thomas' rules: **Irish-literature wargaming** NOTE REGARDING NUMBERS OF UNITS:Numbers of units ARE given in the kindle edition (which I own) and are NOT MISSING as one earlier reviewer states: **Solo wargaming pdf** However the numbers of units are provided in the SCENARIOS section of the book not in the Army Lists: **Wargaming konto mit steam verbinden** The Army Lists provide only the details on quality equipment etc: **Solo wargaming books** of the units in question (and in truth this manner of organizing things is not entirely obvious on an initial perusal of the book): **Kindle wargaming download** For example if you are playing the Pitched Battle Scenario you roll a die and consult a table to determine the composition of your force: **Wargaming kindle books** Let's say you roll a 3 indicating that you get 5 infantry units 1 skirmisher unit 2 cavalry units and 2 artillery units regardless of the specific army you are playing. **Wargaming account** In a nutshell - don't panic when you first glance at the army lists and don't see numbers of units given, **Wargaming konto mit steam verbinden** Remember that the numbers you need are in the scenarios section, **Wargaming premium shop** Well done Neil ☐ Wargaming: Nineteenth Century Europe 1815-1878 Neil Thomas is the Marmite of warfare designers people either like or dislike his rules there is no middle ground, **Wargaming konto mit steam verbinden** Why do I like them? I can get a historical wargame onto my dining table using a reasonable number of figures and play to a conclusion after a couple of hours. **Book wargaming 3d** What good does it have if your wallet is full of money but in your other pants? Wargaming: Nineteenth Century Europe 1815-1878.

. You like him or loathe him. I like him. Not my period this but still lots to do enjoy. A bit of history is included which I enjoyed reading. Recommended. Personally I like Thomas's rule books. The rules are simple straightforward and logical